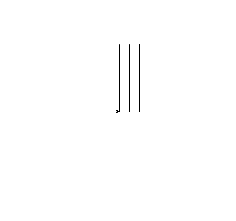
At the start of most of the following, the name of a Python file is given in **blue**: **foo.py**. You should create and save the requested program source code in a file with the same name. Please add a comment at the top of each submitted .**py** giving your name and the name of the source file.

When finished, upload each **.py** file with the specified name to the Canvas **HW 2 Assignment** link.  
  
Do each of the following. For each of the turtle graphics problems, be sure to have **wn.exitonclick()** as the last statement of your scripts.

**[H2-1]** (**threelines.py**) Write a program that draws the picture to the right:   
  
Each line is of length 200 and separated from the next line by 30 units. The bottom end of the leftmost line is at (0,0) (the turtle's home location), and all lines are of width 3. (HTT4 has a code example that shows how to set the pen width for a turtle.)

**[H2-2]** (**rangefun2.py**) Write a program that uses loops of the form:  
  
**for num in range(…):**

**print (value,end='') # end='' keeps loop output on same line   
print () # start new line**  
to print out each of the sequences below.  
  
You MUST use a **for** loop like the above, with **range(x,y,z)** for some **int** values of **x, y, z** for each.

**1 2 3 4 5 6 7 8 9 10**

**1 3 5 7 9**

**47 1**

**10 9 8 7 6 5 4 3 2 1**

**10 7 4 1**

**1 5 9 13 17 21**

**[H2-3]** (**sumrange.py**) Write a program that reads integers **start** and **stop** from the user, then calculates and prints the sum of each integer ranging from **start** to **stop**, inclusive. "Inclusive" means that both the values **start** and **stop** are included. For example, if you enter **2** and **4**, your program should print **9** since **2+3+4==9**.

**[H2-4]** (**mileage.py**) Do Exercise 10 at the end of HTT2.

**[H2-5]** (**triangles.py**) [change to nested equilateral triangles] Create a Python program using turtle graphics that draws the picture shown at the right. The inner equilateral triangle is nested inside the outer equilateral triangle, with the outer having a side of length 200. Each vertex of the inner triangle touches the midpoints of sides of the outer square. You can draw your triangles anywhere within the screen.